



PUBG CONTINENTAL SERIES

PUBG Continental Series
Europe #5

Official Rulebook and Regulations

The content of this rulebook
is subject to change in
accordance with the terms
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recipients only

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I. Introduction

1. Acceptance of the Rules

The PUBG Continental Series (hereinafter Tournament or PCS) is an official competition with its own rules and regulations.

The PCS official rulebook and guidelines provided to team representatives valid throughout all activities during the tournament until the end.

The PUBG Continental Series Rulebook ("Rulebook") should be read and interpreted in conjunction with the Standard and Universal PUBG Esports Ruleset ("[SUPER](#)"). SUPER will supersede any conflict in rules or interpretations between the Rulebook and SUPER.

Each participant or team representative upon registration in the tournament, confirms that he read, understood and accepted all rules and regulations stated in this document.

To confirm the consent, upon proceed to the Regional Playoff Finals, the Team representative undertakes to sign and fill in the "Tournament Participation Agreement" (hereinafter referred to as "TPA") with the necessary team data, such as: players' full real names, nicknames, dates of birth, bank details, as well as to ensure that players agree to these rules and conditions of the "TPA".

2. Tournament participants

A Tournament official participant is a team or a player that is participating in a PCS competition. The teams and registered members are accountable for all penalties or rule violations registered members made during the tournament.

One participant cannot be a part of more than one organization at the same time if the other is not recognized by the tournament organizer or allowed by the main referee of the Tournament.

3. Regional distribution

For the Tournament, the World Map was divided into three main subregions with its own competition phases.

List of regions and subregions:

- Europe West
- Europe East
- MEA

List of countries and their assigned regions see in [Annex A](#) of this document

4. Penalties

a) Definition and rights

Penalties are given to the team members and team representatives for any violation of the rules within the tournament length. They may be classified as caution, minor or major

penalty points, disqualification from the match or the tournament. Participants will be informed about punishment by email or discord registered in the team profile and will be given time to appeal on the decision. Communication regarding appeals should be between the slot owner or his assigned communication manager and the main referee of the tournament.

The tournament organizer has the rights on disqualification, and public statements about the decision will be made in the case of a rule violation.

b) Caution

Caution penalties are given to the teams for the minor violations such as not providing required team data from the organizer, missing the media activities, failing to obey clothing restrictions during participation in any duration of the tournament. Repeated caution will result in the Warning penalty.

c) Warning penalty

Warning penalty points are given for incidents such as violation of rules of conduct or abusive language, repeated "Caution penalties", Unsound behaviour (Openly threatening, blackmailing, humiliating others through chat). Every Warning penalty will result in 2 Total points deducted from the rankings of the team.

d) Disqualification

Direct disqualification will happen only with the most crucial rule violations such as cheating, match-fixing, repeated failure to show up for the match, public image damage for the tournament organizer, violent behaviour, sexual, racial, religious or other harassment, faking the player by using someone's account and so on.

The disqualified participants could be banned from participating in any StarLadder events for a period up to 2 year depending on the degree of violation.

Notwithstanding anything to the contrary contained herein or in the TPA, a Participating Team shall not be punished (including, without limitation, under this section of the rulebook) for reasons beyond the Participating Team's reasonable control (including, without limitation, server issues on KRAFTON, INC. or StarLadder side, internet connection issues that were not reasonably foreseeable and preventable, etc.).

5. Official matches

The term "Official matches" refers to matches that take place under the banner of PCS for any stage of the tournament.

6. Broadcast and the rights

Broadcast refers to official live showing of any match during the tournament on any platform the organizer decides to do so, in any of the tournament stages.

Tournament organizer have the rights to allow official broadcasts for any person or partners they want.

Teams cannot refuse to play in a match officially broadcasted by the organizer or partners.

7. Data rights

Every participant allows the use of personal data by the tournament organizer. Specific rules on providing and using team data can be seen in the section ['6. f\) Personal Data rights'](#)

8. Tournament organizer

The PCS is organized by StarLadder and partners. StarLadder is operated by StarLadder Limited.

Administration list

Name	Role	Contacts
Aleksandr "Ch1cagO" Kharchenko	Referee	o.kharchenko@starladder.tv
Yuri "Krum" Petrukhnov	Match Admin	y.petrukhnov@starladder.tv
Heorhii "MMW" Hladkykh	Players Communication	h.Hladkykh@starladder.tv

II. General

1. Rules and Regulations changes

StarLadder reserves the right to remove, modify or change the rules without further notice on any stage of the tournament to save the sport integrity of the tournament. StarLadder also reserves the right to make decisions on cases not covered by the current rulebook to prevent any breaching of fair competition and sportsmanship.

2. Confidentiality

All dialogues between the tournament organizer representatives and players or team representatives, by any communication channels, are deemed strictly confidential. The publication of such material is prohibited without written confirmation from the StarLadder Head Admin.

Each Participating Team shall treat the information contained within and/or in connection with participation in the Tournament (including related communications including payment percentages or amounts) as PUBG's confidential information ("Confidential Information"), and will not disclose such Confidential Information to any third party (including by means of social media such as Twitter, Facebook, Discord, or similar media or public forums) unless:

- PUBG pre-approves such disclosure in writing,
- Such Confidential Information is already public at the signing of this Agreement, or

- Each Participating Team is required to disclose such Confidential Information pursuant to a state authority body's order.

3. General responsibilities, agreements

PCS administration takes responsibility on hosting all the stages of the tournament and providing information on time via the official communication channels of tournament organizer and the official site of the competition: pubgesports.eu
The tournament organizer is not responsible for any information provided on 3rd party websites or resources.

The tournament organizer is not responsible for any agreements between individuals or teams, which can conflict with PCS rulebook and regulations, and will not allow them to take place.

4. Live broadcast

Any Tournament matches can be chosen to be broadcasted by the tournament organizer or partners. Live broadcasts will be organized on different platforms and will be distributed via different media sources.

a) Rights

All broadcasting rights of PCS are owned by the StarLadder Limited and KRAFTON, INC. This includes but is not limited to: video streams (e.g. PoV streams), radio streams, live observing, replays, demos or TV broadcasts.

b) Personal broadcasts

Players or casters are not allowed to broadcast their own or selected matches without prior approval of the tournament organizer.

c) Protection of the rights

The tournament organizer has the right to protect its own products created during or after the tournament from rebroadcast or unauthorized usage in post-production.

d) Agreement

Each participant or team member agrees that his personal data can be used in tournament promotion with advertising purposes, including but is not limited to, in the official or affiliated partners broadcast. Players cannot refuse to take part in the broadcasted match and cannot choose in what manner or style the broadcast is made, or withdraw his consent on his personal data processing during the Tournament.

Notwithstanding anything to the contrary contained herein or in the TPA, Participating Team may use KRAFTON, INC. and StarLadder Tournament-related content to perform hereunder, to promote the Tournaments, to create and use marketing materials in connection with the Participating Team's participating in the Tournaments, and in short video highlights of the Tournaments (no longer than thirty [30] seconds) for exploitation on the Participating Team's and Participating Team members' social channels; provided that Participating Team agrees to comply with all reasonable instructions from PUBG and StarLadder in connection with its use of such Tournament-related content.

5. Communication

Communication between tournament organizer and team representatives specified in the rules. The official communication resource is email and official tournament discord server, attached to the tournament page, if any other is not previously specified by the organizer in the email sent to players and team representatives.

a) Communication with the tournament organizer

Any communication with tournament organizer by email or other means are confidential and cannot be publicly shared. All emails sent to the organizer or by the organizer are recognized as official messages and cannot be shared to third parties. The tournament organizer has the right to not to react on messages which were sent by an unofficial source of communication.

b) Communication with players

Communication with players will be limited to the team official communication representative through the email and discord registered in the team profile.

6. Participation conditions

The following conditions must be met in order to participate in the PCS.

a) Age restrictions

All participants of PCS must be over 18 years old by the start date of online Open Qualifiers.

b) Regional Limitations

Teams and players are limited to participate only in one region during the qualifications.

c) Home region

A player's home region is the region with country he holds a valid passport from (means he or she is a citizen of this country), according to the regional distribution (see [Annex A](#)). If the player holds passports from more than one region - he will be counted as representative of the region he participated during the first match of the tournament. This decision will be final during the whole tournament.

For the team, the home region is determined by the majority of the players registered in the roster. If the team has the same amount of region representatives in the roster (2+2), they can choose what region they are going to play, and will no longer be able to participate in another regional qualification.

Qualifiers and invites for PCS are based on the majority of the lineup registered to a country, region or subregion. A team is only allowed to take part in the qualifiers for their respective home region which will be decided by the team's nationality.

d) Native roster policy

Minimum two players from the lineup present in the team match must have home country in the region they are registered as participants.

Example: 2 out of 4 players in a team need to be from the Europe West countries if the team is registered to the Europe West qualifiers.

If two players are from one region and the other two players are from another region, the team can choose which region to represent by registering to the respective regional qualifier.

Example: 2 players in a team are from Europe West countries, and 2 players in the same team are from Europe East countries. The team can choose to register for either Europe West or Europe East qualifier and this will decide the team's nationality at the tournament.

e) Eligibility confirmation

The tournament organizer reserves the right to ask any player, who is playing in regional qualification, on any stage of the tournament, to prove the regional participation eligibility and has the right to not allow players to continue participating in the tournament without the valid documents provided to the organizer.

f) Personal data rights and team IP licenses

Each of the Teams who participate in the Tournament (collectively – “Participants”) hereby declares, agrees and consents that:

- Referred to IP rightsholder and Personal Data:

The Team and each of the participants give their written consent to collect, use, disclose and process their personal data in accordance with the Law of Germany, General Data Protection Regulations (GDPR), Regulations (EC) 2016/679) and other applicable international regulatory / local acts and directives in the field of personal data protection, which may include, but is not limited to: name, surname, pseudonym, sex, passport data, registration at the place of residence and actual address, citizenship, date and place of birth (day / month / year), qualification information, communication numbers, electronic identification data (IP address, telephone, email, logins, pseudonyms), images of persons in any forms, such as photos, videos, etc., biographical materials, voice and / or similarity, for the purposes outlined below: - for organisation, broadcast, advertising and promotion of the “Tournament”, e.g. creation of Tournament Content and its distribution (broadcast) on television, satellite, on different platforms in the Internet, creation and placement of promotional and marketing materials for the promotion of goods and services to the Tournament Content) - my full name, sex, place of residence, qualification information, nicknames, images, photos, videos, electronic identificational data (IP-addresses, e-mails, logins), communication numbers, biographical material;. - for the organization of logistics and accommodation (buying tickets, hotel reservations, identifying me as the player of the squad) - participants full name, sex, passport data, date and place of birth (day/month/year), registered and actual address, citizenship, communication numbers; - for payment of Tournament prize money, according to the Tournament Rules (applicable for the Team's Representative) participants (or) Team representative's full name, bank details. Team and each of Team participants give their consent to transfer their personal data between entities which belong to the Organiser (sponsors, strategic partners, affiliates, agencies, licensors, licensees, successors and stewards, in connection with Tournament) around the world, located in countries, which give the guarantee of protection of personal data on their territories in order to ensure the realization of civil and economic and legal relations, settlements, tax accounting, for contractual relations and communication with state authorities, counterparties as well as for other purposes which do not contradict the applicable legislation and conform to the purposes of processing as specified above for each particular category of Team and participants personal data.

In connection with the Team appearance at and participation in the Tournament, the Team

confirms, warrants, conveys and is obliged to provide that the Team and each of the players in the Team membership jointly and severally, give to StarLadder (hereinafter referred to as Organizer) and its affiliates (collectively- Administration), a royalty-free, fully paid-up, perpetual, non-exclusive right and license, worldwide, in any and all manner and media now or hereafter devised, in each case for the sole purpose of promotion of the Tournament, to:

- (i) filming, photographing, audio recording made by StarLadder at the Tournament and during the Tournament Period: name, nickname, pseudonym, Team player separately as well as Squad of the Team, picture, biographical material, voice and/or likeness and to use the same in any manner or media now or hereafter known, in connection with the Tournament, and the advertising and promotion thereof, including, without limitation, in all forms of television, online, radio and other advertisements, promotions and publicity materials for the Tournament (collectively “Materials”);
- (ii) broadcast, reproduce, distribute and exhibit such “Materials” and/or recordings of the Tournament and/or the Materials, in any manner whatsoever, by any and all means, media, devices, processes and technology now or hereafter known;
- (iii) edit, modify, adapt, make derivative works from any of the Materials;
- (iv) use and display Team player’s names, Team name (including all professional Team player’s names, Team names, Team player’s tags, Team players nicknames or aliases etc.), as well as image, likeness, biographical material, logos, and designs in connection with the exploitation of the Tournament, including the marketing and promotion thereof. For the avoidance of doubt, the Team also hereby confirms, warrants, conveys and is obliged to provide that the rights granted herein include any and all necessary rights and licenses the Administration may need to effectuate the terms of the rights granted. Team hereby confirms and warrants that the Administration has the Team’s consent to use and incorporate any photographs, audio-only or audiovisual recordings in which the Team appears (including, without limitation, news, television and/or motion picture footage) and which are made by StarLadder at the Tournament and during the Tournament Period, in any materials of the Tournament and/or in connection with the marketing, advertising and promotion thereof, as well as for historical documentation and/or archival purposes, including without limitation, on the Administration website as well as the Team’s consent and each of the players in the Team consent to hereby waive any right to any additional compensation therefor, including but not limited to, any excerpt and/or reuse fees and/or residual payments. Team hereby confirms, warrants, conveys and is obliged to provide that the Team agrees to comply, and shall force its players and other personnel (e.g., players, managers, employees, contractors, etc.) to comply with these rules and regulations of the Tournament, and to observe and comply with all written instructions of the Tournament and/or its designees regarding the Tournament and participation in the Tournament, including, without limitation, instructions regarding access to, and secure use of, any related facilities, hardware, software and equipment. The team confirms, warrants, conveys and is obliged to provide that the Team acknowledges that, in order to maintain the integrity of the Tournament and to ensure mandatory attendance in the Tournament, the Administration may impose a fine, suspension, disqualification, or other disciplinary action, all as provided in the Regulations. Notwithstanding aforementioned, all and any actions (directly or through representative) of the Participant(-s) according to and in connection with hereto, shall be treated as implied consent with all rules hereof until it is proven otherwise according to applicable legislation.

Not limited to the foregoing, Participating Team hereby grants to PUBG a worldwide, non-exclusive, perpetual, transferable, and irrevocable right and license (with the right to sublicense) to reproduce, modify, distribute, publicly display, publicly perform, create derivatives, commercially exploit, and otherwise use the Logo(s) in connection with: (a) broadcast, rebroadcast, transmit or retransmit any competition of the Team Name in any

languages, platforms and mediums of KRAFTON, INC. choosing, whether live or recorded, during the Term; (b) the commercialization, marketing, advertising, and promotion of the Team Name, the Game and any esports program that features the Game; and (c) the commercialization, marketing, advertising, and promotion of future PUBG esports competitions, whether or not Participating Team is participating. If the approval or consent of any other person or entity is required in order to grant the rights and licenses set forth herein, Participating Team shall be solely responsible for obtaining such consent or approval at its sole cost and expense. For clarity, PUBG will have no duty to exploit the license rights granted herein.

As between the parties, PUBG (and its licensors, where applicable) shall exclusively own all right, title, and interest, including all related intellectual property rights, in and to the designs (excluding the Logos incorporated or used therein), Event Items, the Game, any esports program that features the Game and any suggestions, ideas, enhancement requests, feedback, recommendations or other information provided by Participating Team relating to the foregoing.

As between the parties, PUBG (and its licensors, where applicable) shall exclusively own all right, title and interest, including all related intellectual property rights, in and to the broadcasts, feeds, content, designs, and any other audio and/or visual works created, made or produced by PUBG or in collaboration with others, during and after the Term with regards to this Tournament and any future esports competitions.

“Participating Team IP” means Participating Team’s intellectual property which already exists as of the time of this Agreement or which is created independently of this Agreement and/or independently of Tournament/Tournament content (including, without limitation, the Materials, Participating Team’s name and logo, and Participating Team members’ gamertags) and which is provided by Participating Team to PUBG or StarLadder for use in connection with the TPA or this rulebook. Notwithstanding anything to the contrary contained herein or in the TPA, PUBG and StarLadder may solely use the Participating Team IP (i) during the Term, for the the broadcasting, streaming, advertising, promotion and commercial exploitation of the Tournaments, and (ii) after the Term to the extent that the Participating Team IP is incorporated and/or exploited in the applicable media during the Term, and for internal and historical purposes, provided that the Participant Team IP is not used to imply any form of direct endorsement of any party by the Participating Team or the Participating Team’s members in these circumstances. For the avoidance of doubt, the “Term” shall commence on the date of execution of the TPA and shall be valid until the end of the final PCS phase, unless the TPA is terminated earlier in accordance with the terms therein.

7. Players details and nicknames

By the request, players are required to send to the organizer all required information including but not limited to: full name, contact details, date of birth, address, email, phone number and photo.

The player’s nickname must meet the standards of morality and ethics, and must not contain any discriminating overtones, policies, or racial intolerance.

- Players are not allowed to use sponsors in the nickname, advertise bookmaker, gambling resources or other sites. The tournament organizer may request to change the game nickname in case it contradicts the rules and regulations of the tournament.

- A Player must use an appropriate and acceptable in-game name, and are responsible for changing his or her in-game name if the Tournament organizer will require such a change.

a) During the open qualifier

During the open qualification phase players are using their own personal accounts.

b) During the Regional Playoff

During the Regional Playoff stage of the tournament teams will be provided with special guidelines, which they will need to follow up with.

Team tag to be between 2~4 characters in capital letter and/or number.

Player nickname are subject to approval by administration. Administration reserves the right to deny the use of a player nickname and require a player nickname change for any reason.

Player nickname must adhere to the following rules. Using alternative spelling to avoid compliance with the following rules is strictly prohibited.

- Player nicknames may use any combination of uppercase and lowercase letters (A-Z), digits (0-9), underscores (_), or hyphens (-). Player nicknames may not include spaces. Players nicknames may not exceed 12 characters.
- Player nicknames may not include a sponsor name.
- Player nicknames may not include any product name or description.
- Player nicknames may not include any words that are purely commercial.
- Player nicknames may not contain vulgarities or obscenities in any way.
- Player nicknames must comply with the Code of Conduct.

The full nickname of the players should be below 16 letters. (It is possible to use up to 16 letters.)

8. Game accounts

Each player needs to submit his GamelD on the qualification platform or with the provided by organizer personal data collection way and cannot change the account until the end of the tournament.

A player who was previously banned by KRAFTON, INC. and/or StarLadder and who's ban-period has not expired on any of his accounts is not eligible to take part in the tournament. Banned player couldn't be registered as a coach of any team until his ban period has not expired.

The player understands that the organizer has the right to check any of his accounts and confirm that player eligible to take part in the tournament.

9. Team accounts

a) Standards

For the open qualification the teams must create and submit a profile on the starladder.com platform.

For the further stages, team representative will be asked to provide all team data to the organizer, such as but not limited to team logo, team contacts, team information etc.

b) Team names

The team name may not have any extensions or sponsorship additions in the team names. The team name may only be used for one participating team and be submitted before the roster deadline. If an organization has more than 1 roster, they have to determine, which roster will represent them before roster deadline.

c) Changes in Team accounts

Any changes in Team accounts must be approved beforehand by StarLadder. In case of late notification before the actual start of the games, the organizer has the right to deny any change in the Team account.

10. Slot holder

a) Definition

The PCS slot will be owned by teams who meet the following criteria:

- have been invited directly;
- have qualified through regional qualifications.

b) Duration

Slots will be given to the owners only for the duration of a single PCS Tournament.

c) Team Slot

If players are contracted under a legal entity, who is acting as the team representative, then ownership of the slot is under control of this legal entity.

Legal entity that already has a slot in a tournament cannot sign a team/players who has started participating in this tournament.

If players are not represented by any legal entity - the slot will be given to the actual team, where the team leader will be the designated contact person and slot owner for this team.

This person will be responsible for keeping the team in order, and holding all questions regarding team account submitting and maintenance, but in such a case the right to the license can only be sustained if 3 out of 4 of the players that actively played in the last stage(s) of the qualification stay on the team. The slot owner or representative is responsible for all actions and commitments of the team.

d) Team ownership

Each organization and its legal entity can only acquire one slot per tournament (including its qualifiers). Therefore it is not allowed for a squad to participate in a PCS tournament or qualifier if...

- Another squad of the same organization has been invited or qualified for the Tournament.
- Another squad of the same organization has been invited or qualified for the Tournament In any other region.
- Another squad of the same organization has signed up for the same qualifier.

Such squads or one of these squads can be disqualified without prior notification from any stage of the tournament.

The players and teams are required to affirm that they have no business entanglement (including, but not limited to, shared management, shared ownership of entities, licensing, and loans) with any other participating team or its players. If you have an agreement or business arrangement that you think may be of concern, then please reach out to the Tournament organizer team for further discussion.

e) Transfer of a slot

The Legal entity has the right to transfer the slot to other legal entity or to the players from the roster in case of withdrawal from the tournament.

- In case if the slot is given to the other legal entity - both parties should provide legal documents of this operation.
- In case of legal entity withdrawing from the tournament and the slot is given to the team roster - players need to keep 3 out of the 4 players, who were assigned to the team main roster during the registration.

Players without organization can sign with the Legal entity, but in this case they are transferring ownership of the slot to this Legal entity.

All transfers are required to be finished by the roster lock periods.

f) Withdrawal of a slot

StarLadder and KRAFTON, INC. reserves the right to withdraw or deny slot ownership from any participant if owners breached within the guidelines and/or rulebook set out by the organizer.

11. Teams sponsors

Team sponsors who can be identified as racist, pornographic, related to illegal drugs, adult/mature or non-ethical resources are not allowed to be presented on StarLadder events. Teams are not allowed to use sponsor's as part of the team name.

12. Roster changes and deadlines

a) Roster lock periods

During the tournament period roster lock dates will be applied.

Teams playing open qualification:

- All team rosters participating in the open qualification will be locked from the start of the regional open qualification and until the end of PCS tournament season;
- MEA Qualifier start: 03.08, 19:00 Turkish time;
- Europe West Qualifier: 10.08, 19:00 CEST time.
- Europe East Qualifier: 17.08, 19:00 Moscow time;

Teams invited to the Regional Playoffs:

- All team rosters invited in the regional playoffs will be locked from the start of the regional open qualification and until the end of PCS tournament season;
- MEA Qualifier start: 03.08, 19:00 Turkish time;
- Europe West Qualifier: 10.08, 19:00 CEST time.

- Europe East Qualifier: 17.08, 19:00 Moscow time;

Invited to the PCS Grand Final teams

- Roster lock for the PCS participants will be applied on 23.08, 19:00 CEST time.

Qualified to PGC2021 teams

- Roster lock for teams qualified to PGC2021 is the same, as for PCS5. Teams will not be able to change the roster for PGC2021 after PCS5 tournament ends. Teams are required to prepare all necessary documents for their players' international traveling before the PCS5 tournament ends (e.g. passport and other documents required to leave the country). Unprepared teams may have to forsake their PGC2021 slot. In the result of no attendance, Krafton will select the next in line according to PGC points until there is a team that can fulfil the travel requirements in good health.

b) Roster changes

Roster changes are allowed only during transfer periods before Roster Lock applies.

- Teams are allowed to change any amount of the players before Roster lock applies; In the case if during the tournament any of the players experienced technical, medical or other unpredictable issues, participants are allowed to ask for a short-term replacement:
 - Short-term replacement, in a case of an absence that occurs due to a proven short-term issue such as illness or other of a player or more and therefore they can't play in full condition the team may invoke this rule to replace their incapacitated player(s) for matches of the day;
 - For Open Qualifiers short-term replacement may be asked in at least 2 hours before the first games of the day start.
 - The replacement will have to be taken from the EMEA region and it will have to be hired during the time period with a freelancer contract;
 - The replacement cannot be a player who has participated for any other team in any region during the tournament.
 - The replacement will have to abide by the native roster ruling.
 - Short-term replacement could be approved to become a permanent player of the team only by decision of the administration, in case of long-range medical problems of the replaced player.
 - Teams are not able to add short-term replacements or change players without official approval of the Administration.

13. Match start

a) Punctuality

Each team is required to be presented on the server/room/communication channel at least 15 minutes prior to the start of the match according to the schedule provided by the organizer. If the team is late for the scheduled time, they will receive penalty points.

b) Not showing up

Team who didn't show up for the match before the scheduled start won't receive any points.

c) Match procedure

The match will start on the scheduled time. Only the match admin can request match start delay due to unforeseen issues or broadcast activities.

Ten minutes before the start of the match, on your match page will be listed name and password of the lobby. Match page could be found in your profile.

- Each team will have 10 minutes to join the lobby. After 10 minutes, the game will start automatically and each player who was not able to join on time will miss this game without any compensation.
- Each player should turn on "replay record" option in his client. In the case of the suspended tournament, the organizer can ask to provide replay from a player or even the whole team. Players should save all replays at least 2 weeks after finishing each game.

d) Match results

Results of the match are considered confirmed by all parties if there is no protest submitted right after finishing.

14. Match protests

a) Definition

A protest needs to be filed during a match for things like incorrect server settings, ineligible players on the server or other related issues. After the match, protests will be reviewed by the administration as soon as possible. A protest is the official communication between the parties and the admin. Team representatives are not allowed to share any of the dialogue, decisions, people involved in the protests review, etc, without the permission of the organizer.

b) Deadline for protest

Protest can be submitted after the match within 10 minutes after it finishes. If the team protests about the result after the deadline, the organizer has the right to not to react to the protest.

c) Filing the protest

The protest must contain detailed information about why the protest was created. A protest may be declined if proper documentation is not presented. A simple „they are cheaters“ will not apply and will be denied by the organizer.

d) Communication during the protest

Communication from the team is only allowed to be made by one representative chosen by the players (team manager or team captain). Teams must confirm that they will act like professionals and will not abuse opponents or referees during dialogues between all parties.

e) Decision on the protest

Decisions on the protests are final and cannot be arbitrated.

15. Media activities

Teams or their representatives are obligated to join remotely for any media activities scheduled by the organizer. Each team will be notified prior to any media activities scheduled for them during the tournament.

During the main stage of the PCS event every team might choose one player for the aftermatch interviews. Interview is on english and with using of the camera (web camera or smartphone camera)

16. Conflict of interests

All participants agree and confirm that they don't have any conflict of interest before the start of the first match on the tournament for them. In case a participant is not sure how to consider certain situations he should contact the tournament organizer beforehand and receive confirmation of his eligibility to take part in the tournament.

III. Tournament qualification process

1. Online qualifier

All matches of the tournament will be played online.

a) MEA regional qualification

Open qualification dates:

- Registration starts: 12.07;
- Registration ends: 01.08, 19:00 Turkish time;
- Check-in starts: 30.07, 19:00 Turkish time;
- Check-in ends: 01.08, 19:00 Turkish time;
- Each Phase will be played in 2-days format and have 12 games in each (6 games per day).

Tournament Schedule

Phase #1 (over 144 teams) - 03.08 - 04.08, 19:00 Turkish time. BO12. 6 Matches per day. Matches are starting 15 minutes after the previous finishes.

Phase #2 (144 teams) - 05.08 - 06.08, 19:00 Turkish time. BO12. 6 Matches per day. Matches are starting 15 minutes after the previous finishes.

Phase #3 (48 teams) - 07.08 - 08.08, 19:00 Turkish time. BO12. 6 Matches per day. Matches are starting 15 minutes after the previous finishes.

- 15 best teams from the overall table from the last phase of the open qualification will qualify to the MEA Regional Playoff.

b) Europe West regional qualification

Open qualification dates:

- Registration starts: 12.07;
- Registration ends: 08.08, 19:00 CEST time;
- Check-in starts: 06.08, 19:00 CEST time;

- Check-in ends: 08.08, 19:00 CEST time;
- Each Phase will be played in 2-days format and have 12 games in each (6 games per day).

Tournament Schedule

Phase #1 (over 144 teams) - 10.08 - 11.08, 19:00 CEST time. BO12. 6 Matches per day. Matches are starting 15 minutes after the previous finishes.

Phase #2 (144 teams) - 12.08 - 13.08, 19:00 CEST time. BO12. 6 Matches per day. Matches are starting 15 minutes after the previous finishes.

Phase #3 (48 teams) - 14.08 - 15.08, 19:00 CEST time. BO12. 6 Matches per day. Matches are starting 15 minutes after the previous finishes.

- 15 best teams from the overall table from the last round of the open qualification will qualify to the Europe West Regional Playoff.

c) Europe East regional qualification

Open qualification dates:

- Registration starts: 12.07;
- Registration ends: 15.08, 19:00 Moscow time;
- Check-in starts: 13.08, 19:00 Moscow time;
- Check-in ends: 15.08, 19:00 Moscow time;
- Each Phase will be played in 2-days format and have 12 games in each (6 games per day).

Tournament Schedule

Phase #1 (over 144 teams) - 17.08 - 18.08, 19:00 Moscow time. BO12. 6 Matches per day. Matches are starting 15 minutes after the previous finishes.

Phase #2 (144 teams) - 19.08 - 20.08, 19:00 Moscow time. BO12. 6 Matches per day. Matches are starting 15 minutes after the previous finishes.

Phase #3 (48 teams) - 21.08 - 22.08, 19:00 Moscow time. BO12. 6 Matches per day. Matches are starting 15 minutes after the previous finishes.

- 15 best teams from the overall table from the last phase of the open qualification will qualify to the Europe East Regional Playoff.

2. PCS Regional Playoff

Teams are qualified to each region's PCS Regional Playoff by the following results:

- Teams are directly invited to the Regional Playoffs;
- Teams qualified from this region's open qualifier.

All matches of the tournament will be played online.

a) MEA Regional Playoff

Regional Playoff dates:

- 13.08 - 15.08, 19:00 Turkish time. 6 games per day (18 in total). Matches start 10 minutes after the previous finishes.
- 3 best teams from the Regional Playoff will qualify for the PCS5 Grand Finals.

b) Europe West Regional Playoff

Regional Playoff dates:

- 20.08 - 22.08, 19:00 CEST time. 6 games per day (18 in total). Matches start 10 minutes after the previous finishes.
- 3 best teams from the Regional Playoff will qualify for the PCS5 Grand Finals.

c) Europe East Regional Playoff

Regional Playoff dates:

- 27.08 - 29.08, 19:00 CEST time. 6 games per day (18 in total). Matches start 10 minutes after the previous finishes.
- 3 best teams from the Regional Playoff will qualify for the PCS5 Grand Finals.

3. PCS Grand Finals

Teams qualified for the PCS Grand Finals by following results:

- Teams are directly invited to the Grand Finals;
- Teams are placed 1-3 in the PCS: Europe West Regional Playoff Final;
- Teams are placed 1-3 in the PCS: Europe East Regional Playoff Final;
- Teams are placed 1-3 in the PCS: MEA Regional Playoff Final;

4. Participant replacement

In the situation that the organizer requires replacement on any stage of the tournament, slot will be transferred to the tournament organizer reserve, and will be given to the same region of the replaced participant.

In case of two or more teams have tied results, the tie will be solved by the organizer on his discretion according to other criteria such as better results in the qualifier groups, etc.

IV. Tournament structure

1. Tournament stages

The tournament is divided into 3 stages.

a) Online open qualifications

- Teams requirements:

All the open qualifications will be played online.

Each participant is required to be registered on the starladder.com tournament page, create the team profile and register in the appropriate regional qualifier. In the period specified on the tournament page teams will be required to check-in. Teams who did not press "check-in" button during the period will not appear in the tournament bracket and would not be able to participate in the tournament.

- Open qualifiers format:

Terminology

- Phase - Open Qualifier will be divided into 2-3 phases. Each phase will consist of 12 rounds. Some amount of teams proceed to the next phase after the last round finished in the current phase.
- Round - Name of the start of a certain number of matches at the same time.

Each phase will have an overall standings table with all participating teams.

Each phase will have 12 rounds with a determined amount of parallel matches in each round (depends on the number of participants in this Phase). Each match will have 15/16 teams included.

For each round's matches teams will be seeded in a balanced way. That each match will have teams from different part of the overall standings table. Means that teams will play with different opponents in each match. Information about each match's lobby name and password for teams will be on the website.

The main purpose for teams is to get more Chicken Dinner wins, to be higher in overall standings table, then other teams. After the last round will be played, all teams' results will be counted in the overall standings table and places will be determined according to the [MC Rule](#).

If in the region's open qualifier more than 192 registered and confirmed teams - 3 phases will be played.

If in the region's open qualifier 192 registered and confirmed teams or less - 2 phases will be played (starting from the second phase, but the date of the start will not change).

Phase #1:

After 12th Round will be played - 144 best teams from the overall table proceed to Phase #2.

Phase #2:

After 12th Round will be played - 48 best teams from the overall table proceed to Phase #3.

Phase #3:

After 12th Round will be played - 15 best teams from the overall table proceed to Regional Playoff.

b) Regional Playoffs

All Regional Playoffs' matches will be played online.

The 24 qualified or invited teams will be divided into 3 groups with the 8 teams each. After 3 days with 6 games per day all the 24 teams results will be counted in the one ranking group. Based on the total Teams' placement in this stage, participants will receive the prize money described in Annex C [1\) PCS5 Regional Playoff Finals prize pool distribution](#).

c) PCS Grand Finals

PCS Grand Finals consists of three Weekly Series, which will be played online with 16 qualified or invited teams.

Each Weekly Series consists of 12 matches (2 days with 6 matches per day) and will have its own standings. After the last match of each Weekly Series, all teams will get weekly prize money, according to the placement they got, and their score will reset for the next Weekly Series.

In PCS Grand Finals the scoring system will be conducted according to the SUPER rule:

- The winner of the match is the team who wins the Chicken Dinner;
 - The winner of the Weekly Series is the team with the most number of Chicken Dinner wins.
- Tiebreaker rules are described in Annex B [b\) Teams' placement distribution in the current phase](#).

After the completion of all Weekly Series, which are held for a total of three weeks, the team with the highest overall amount of prize money will be selected as the final winner of PCS Grand Finals. Other places are determined based on [2\) Teams' placement distribution in PCS5 Grand Finals](#):

V. Online stage rules

1. Platform

Online matches will be played on the starladder.com platform. All teams will need to submit the roster for online qualifiers on the platform.

VI. Tournament Stage rules

1. Punctuality

Each player is required to be presented in a specified discord server on the time provided by the organizer in special tournament guides, sent to the team. Being late will result in penalty points awarded to the team. In case of force majeure situation, players need to notify the organizer about any possible delay.

2. Voice servers

The organizer can request an access to the team server for voice communication during the matches. The organizer has the right to be present on this channel for monitoring purposes and allowed to record the voice channel communication for the media purposes.

3. Media obligations

During the event, teams are obligated to provide at least one person for the after-match interview requested via browser or other resource with using of the camera, which will be provided to the team representative.

The participants will receive the media schedule beforehand to be informed about the nature, duration and times of any activities.

a) Missing or canceling of media obligations

Missing or canceling obligated activities that were confirmed beforehand by the team will result in penalty points for the team.

VII. Rule violations

1. Behaviour

Each player and team representative, staff and visitors agree to behave in a respectful manner to any person during the event. They understand that the organizer will need to react on any report about harassment on gender, age, or any other insults, and will be punished with the possibility of disqualification from the tournament.

2. Single or continuing violations

In case of a single violation, participants will be punished or get a warning according to the severity of the violation. If they continue to act unmannerly and disrespectful towards other people - they may be disqualified from the tournament.

3. Cheating

a) Software

Any software which is giving anyone advantage during the game, listed here but not limited to the ones below is prohibited:

- Sound modifier;
- Texture modifier;
- Aim assistance

4. Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the tournament matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a ban from all KRAFTON, INC. and StarLadder competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

5. Results manipulation

Offering bribes or forcing other teams to manipulate results of a match will cause disqualification for all parties of the deal and ban from all StarLadder events in the future.

6. Match-fixing

Asking or trying to manipulate the results of a match for betting purposes will be considered as match-fixing, and the involved parties will be disqualified.

7. Media behavior

Teams and their representatives should try to solve any issues with the organizer before making any social media statements that could damage the brand or tarnish the reputation of the organizer. In case if it is not possible and the organizer refused to take any actions, teams are allowed to post statements to social media.

8. Brand damage

In case if a team representative publicly aims on damage the reputation of StarLadder, Krafton, related companies and/or products, the organizer has the right to disqualify and ban all involved parties from future events and start court process to defend the brand's reputation.

VIII. Game Specific rules

1. Game version

During the tournament will be used only official version of the game.

- For the open qualification will be used Live server of PUBG;
- For the Regional Playoffs and PCS Grand Finals will be used the Esports Server A/B of PUBG.

2. Maps

a) Map pool

Following map pool will be used for the whole duration of the tournament.

- Erangel
- Miramar

b) Map selection for the Open Qualifiers:

- Maps will be played in the following order for BO12 series:
 - 1) Miramar
 - 2) Miramar
 - 3) Miramar
 - 4) Erangel
 - 5) Erangel
 - 6) Erangel
 - 7) Miramar
 - 8) Miramar

- 9) Miramar
- 10) Erangel
- 11) Erangel
- 12) Erangel

c) Map selection for the Regional Playoffs and Grand Final:

Map order and schedule will be specified for teams in the communication channel between teams and referees.

3. Match settings

Match settings may be changed during the tournament in case of loot percentage patch updates for the game's Live server build, however the number of items spawned will be identical throughout the tournament

List of settings see in [Annex B](#) of this document

4. Rematch rules

- Rematch in open qualifiers can be called only by the match admin in case of an emergency situation, such as mistake in the server settings, server-side issue which caused drop of all the players, if 12 or more players didn't load on the island.

- Rematch in Regional Playoffs and PCS Grand Finals can be called only by the match admin in case of the following situations:
 - Mistake in the server settings.
In this rematch all teams will participate.
 - 10 or more players disconnected simultaneously from the server or didn't load to the island.
 - All players disconnected simultaneously from the server.
 - All players disconnected simultaneously from the server, except 1 team. This rule only applies if 3 or more teams were alive at the moment of disconnection.
In this rematch only players who were alive at the moment of disconnection will participate. In case there were 16 or less alive players, the rematch will be played with these players with blue zone settings starting from Phase 4. The first zone will be visible when the plane takes off.

5. Player settings

a) Using of overlays or other features

Players are prohibited to manipulate the computers with third-party software drivers for the GPU, audio card and other equipment.

It's restricted to use features of NVIDIA Overlays during the tournament.

Players are restricted to modify the client with third party files (such as custom messages, radar modifications, etc).

b) Using of in-game skins

Each player during the Grand Finals must only wear specific clothing during the games.

6. Match procedure

a) Breaks during/after the match

Teams will have at least 10 minutes of a break between matches. Amount of time for the break can be adjusted for the broadcast needs. The exact times will be communicated by the tournament administration via discord server.

b) Server issues or match interruptions

During the open qualifiers:

- In case of server disconnect at the start of the game or during the game, the match will be replayed fully.
- In case if a player disconnects from the game after the first 60 seconds of a match and cannot reconnect to the server, the team must continue playing with alive members until the end of the match.

During the Regional Playoffs and PCS Grand Finals:

- In case of server disconnect rematch will be played with players who were alive at the moment of the disconnect. More detailed about causes of rematch written in par.

[4. Rematch rules.](#)

c) Using of bugs or game glitches

Using of bugs or game glitches is prohibited. If a player discovers a new bug or glitch, he is obligated to immediately report it to head admin before using it.

The usage of the following bugs is strictly forbidden. If any bug is used which is not listed here it is up to the referee's discretion whether or not a punishment will be given.

- Moving through clipped areas where the movement by the design of the map is not possible is strictly forbidden (any walls, ceilings, floors, etc).
- Watching through textures, which is not designed by the game;

We recommend checking with the tournament referees whether certain bug or glitch is considered prohibited.

7. Emotes usage

The usage of in game emote during the matches is prohibited. This rule is applied to the time from taking the flight to the end of the matches.

Annex A

Regional distribution

PCS5 EMEA is divided into three regions: Middle East and Africa (MEA), Europe West and Europe East.

The Team is locked to play in the region based on the Team's home country ([see II.6.d Home Region](#)).

Below is the full list of the countries under each region:

1. Europe West				
Albania	Denmark	Italy	North Macedonia	Spain
Andorra	Estonia	Latvia	Norway	Sweden
Austria	Finland	Liechtenstein	Poland	Switzerland
Belgium	France	Lithuania	Portugal	UK of GB and Northern Ireland
Bosnia and Herzegovina	Germany	Luxembourg	Romania	Vatican
Bulgaria	Greece	Malta	San Marino	
Croatia	Hungary	Monaco	Serbia	
Cyprus	Iceland	Montenegro	Slovakia	
Czech Republic	Ireland	Netherlands	Slovenia	

2. Europe East			
Armenia	Georgia	Moldova	Turkmenistan
Azerbaijan	Kazakhstan	Russian Federation	Ukraine
Belarus	Kyrgyzstan	Tajikistan	Uzbekistan

3. Middle East and Africa				
Angola	Côte D'Ivoire	Israel	Namibia	Syria
Afghanistan	Democratic Republic of the Congo	Jordan	Niger	Sudan
Algeria	Djibouti	Kenya	Nigeria	Tanzania
Bahrain	Egypt	Kuwait	Oman	Togo
Benin	Equatorial Guinea	Lebanon	Pakistan	Tunisia
Botswana	Eritrea	Lesotho	Qatar	Turkey
Burkina Faso	Eswatini (Swaziland)	Liberia	Rwanda	UAE
Burundi	Ethiopia	Libya	Sao Tome and Principe	Uganda
Cabo Verde	Gabon	Madagascar	Saudi Arabia	Yemen
Cameroon	Ghana	Malawi	Senegal	Zambia
Central African Republic	Guinea	Mali	Seychelles	Zimbabwe
Chad	Guinea Bissau	Mauritius	Somalia	
Comoros	Iran	Morocco	South Africa	
Congo	Iraq	Mozambique	South Sudan	

If you're not sure or couldn't find your country in the list - please email an admin of the tournament for clarification:

- Alexander "non1ck" Isaevsky (a.isaevsky@starladder.tv)

1) Most Chicken Rule (MC Rule)

Most Chicken system is used in the whole PCS5 tournament.

a) Teams' placement distribution in the match:

- 1st place - Team winning the chicken dinner;
 - Other places are determined by the amount of kills in the match. The more kills Team has - the higher placement this team gets.
- In case two or more teams have the same number of kills, placement will be determined according to the amount of time teams survived in the match. Team, which was eliminated later than other teams, will be higher in the match ranking table.

b) Teams' placement distribution in the current phase:

1. The final rank of the current phase is determined based on the accumulated number of chicken dinner won.

Tie Breaker

2. If (1) results in a tie, higher rank is given to the team with the higher accumulated kill points.
3. If (2) also results in a tie,
 - A. if the teams have competed in the same match, higher rank is given to the team finishing with the higher team rank in the last match that the teams competed in together, and
 - B. if the teams have not competed in any matches together, then rank is determined based on (4)
4. If (3) does not break the tie, higher rank is given to the team with the higher rank from their respective best-performing match (i.e. for each team it's the match in which such team finished with its highest team rank).
5. If (4) does not break the tie, higher rank is given to the team with the higher kill points from their best-performing match, provided if a team has more than one match tied for its best-performing match, then such team's best-performing match used for (5) shall be the one of its best-performing matches which had the highest kill points.
6. If (5) does not break the tie, higher rank is given to the team with the higher accumulated damage from their best-performing match, provided if team has more than one match tied for its best-performing match, then such team's best-performing match used for (6) shall be the one of its best-performing matches which had the highest accumulated damage.
7. If (6) does not break the tie, the teams will be deemed to have finished tied. Such situation will be reviewed by the referees on an individual basis.

If one of the teams placement is determined by one of the rules, but ties between others are still in place, such a teams will determine the placement starting from (1).

Example: Team A, B, C have same amount of WWCD (0) and same number of kill points (5), they didn't play in one match together in current phase, and Team A got rank 2 in some match, Team B' and Team C' best rank is 3.

Then team A is higher placed between these three teams, and we're checking tiebreaker from the beginning for Team B and Team C:

same amount of WWCD (0) and same number of kills (5) but they played in same match together - Team B got 6th rank place in this match, Team C got 3rd rank place. Then Team C will be higher.

And total standings for these 3 teams will be:

- 1. Team A*
- 2. Team C*
- 3. Team B*

2) Teams' placement distribution in PCS5 Grand Finals:

● Teams' ranking placement is determined based on the prize pool earned during all Weekly Series. The overall PCS leaderboard does not include special bonuses or rev share amounts, specified in Annex C [3\) PCS5 Grand Finals prize pool distribution](#).

In case two or more teams have the same amount of prize money earned during Weekly Series, placement will be determined according to:

1. Team with more WWCD earned in all Weekly Series will be higher
2. If (1) results in a tie - team with more kills in all Weekly Series will be higher
3. If (2) also results in a tie - team with the higher team rank of the last Weekly Series in the tournament will be higher.

2) Erangel settings

a) Server settings

Erangel Settings: Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	240	270	0,6	0,35	0,5	0
Phase 2	0	90	120	0,8	0,55	0,56	0
Phase 3	0	60	120	1	0,6	0,56	0
Phase 4	0	60	120	3	0,6	0,56	1
Phase 5	0	60	120	5	0,65	0,56	0
Phase 6	0	60	120	8	0,65	0,56	0
Phase 7	0	60	90	10	0,65	0,56	0
Phase 8	0	60	60	14	0,7	0,56	1
Phase 9	0	10	160	18	0,001	10	0
Display EndCircle Location							OFF
End Circle Location Rate							0%
End Circle Location Town							1x
End Circle Location Field							1x
End Circle Location Mountain							1x
REDZONE		GAMEPLAY			PLAYER		
REDZONE	OFF	DBNO REVIVE		ON	PLAYER	64	
CARE PACKAGE FREQUENCY	1x	DBNO REVIVE TIME		10s			
MATCH SETTINGS		DAMAGE		1x	TEAM PLAYER	4	
MODE	NORMAL	FRIENDLY FIRE DAMAGE		1x			
SERVER REGION	EUROPE	OBSERVER					
MAP	ERANGEL	CONVERT DEAD PLAYER TO OBSERVER					ONLY HOST
WEATHER	SUNNY	PUBLIC SPECTATING					OFF
PERSPECTIVE	FPP	KILLER SPECTATING					OFF

b) Loot settings

Erangel Ruleset					
Adjustable Ratio & Adjustable Total Number	1,8	SMGs	2	- SpikeTrap	0
Weapons		- Bizon	1	- Sticky Bomb	0
Sniper Rifles	1,65	- Tommy Gun	1	- C4	0
- Kar98K	1	- UMP45	1	Melee Weapons	1,65
- Mosin Nagant	1	- Micro UZI	1	- Crowbar	1
- M24	1	- Vector	1	- Machete	1
DMRs	2,25	- MP5K	1	- Pan	1
- Mini14	1	Shotguns	1	- Sickle	1
- SKS	1	- S686	1	Crossbow	0
- VSS	1	- S12K	1	Flare Gun	0
- SLR	1	- S1897	1	Launcher	0
- QBU	1	- DBS	0,5	- Panzerfaust	0
Assault Rifles	1,3	Handguns	0,45	Clothing	
- AKM	1	- Deagle	1	Clothing	0
- G36C	1	- P18C	1	Ammunitions	
- M416	1	- P1911	1	Ammunitions	1
- M16A4	1	- P92	1	- 12 gauge	1
- Beryl M762	1	- R1895	1	- .45 ACP	1
- Mk47 Mutant	1	- R45	1	- 5.56mm	1
- SCAR-L	1	- Sawed Off	1	- 762mm	1
- QBZ	1	- Skorpion	1	- 9mm	1
Hunting Rifles	0	Throwables	1,4	- Bolt	0
- Win94	1	- Flash Bang	1,1	- Flare	0
LMGs	0,5	- Frag Grenade	0,7		
- DP-28	1	- Molotov cocktail	1,1		
- M249	1	- Smoke Grenade	1,1		

ETC		Consumables		Vehicle	
Sight Attachments	1,1	Heal Items	1,1	- Buggy	1
- Dotsight	1	- Bandage	1	- Dacia	1
- Holosight	1	- First aid	1	- Zima	1
- Scope2x	1	- Medkit	1	- Mirado	1
- Scope3x	1	Boost Items	1	- Motorbike	1
- Scope4x	1	- Energy Drink	1	- Scooter	1
- Scope6x	1	- Pain Killer	1	- Motorbike w/ Sidecar	0
- Scope8x	1	- Adrenaline	1	- Tukshai	1
- Canted sight(RMR)	1	Gas Can	0,35	- Pickup	1
Magazine Attachments	0,55	Equipment		- Rony	1
- SR Magazine	1	Backpack	0,65	- UAZ	1
- AR Magazine	1	- Backpack(Lv. 1)	1	- Esports Exclusive Vehicle	1
- SMG, Handguns Magazine	1	- Backpack(Lv. 2)	1	Aircraft	
Muzzle Attachments	0,75	- Backpack(Lv. 3)	1	- Motor Glider	0
- SR Muzzle	1	Helmet	0,9	Watercraft	
- AR Muzzle	1	- Helmet(Lv. 1)	1	- Boat	1
- SG Muzzle	1	- Helmet(Lv. 2)	1	- Aquarail	1
- SMG, Handguns Muzzle	1	- Helmet(Lv. 3)	1		
Foregrip Attachments	1,3	Armored Vest	0,9		
- Foregrips	1	- Armor(Lv. 1)	1		
Stock Attachment	1,65	- Armor(Lv. 2)	1		
- Quiver(Crossbow)	0	- Armor(Lv. 3)	1,05		
- Composite(AR, Vector, MP5K)	1				
- UZI stock	1				
- Bulletloops(SG, Win94, Kar98K)	1				
- Cheekpad	1				

3) Miramar settings

a) Server settings

Miramar Settings: Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	240	270	0,6	0,35	0,5	0
Phase 2	0	90	120	0,8	0,55	0,56	0
Phase 3	0	60	120	1	0,6	0,56	0
Phase 4	0	60	120	3	0,6	0,56	1
Phase 5	0	60	120	5	0,65	0,56	0
Phase 6	0	60	120	8	0,65	0,56	0
Phase 7	0	60	90	10	0,65	0,56	0
Phase 8	0	60	60	14	0,7	0,56	1
Phase 9	0	10	160	18	0,001	10	0
Display EndCircle Location							OFF
End Circle Location Rate							0%
End Circle Location Town							1x
End Circle Location Field							1x
End Circle Location Mountain							1x
REDZONE		GAMEPLAY			PLAYER		
REDZONE	OFF	DBNO REVIVE		ON	PLAYER	64	
CARE PACKAGE FREQUENCY	1x	DBNO REVIVE TIME		10s			
MATCH SETTINGS		DAMAGE		1x	TEAM PLAYER	4	
MODE	NORMAL	FRIENDLY FIRE DAMAGE		1x			
SERVER REGION	EUROPE	OBSERVER					
MAP	MIRAMAR	CONVERT DEAD PLAYER TO OBSERVER					ONLY HOST
WEATHER	SUNNY	PUBLIC SPECTATING					OFF
PERSPECTIVE	FPP	KILLER SPECTATING					OFF

b) Loot settings

Miramar Ruleset					
Adjustable Ratio & Adjustable Total Number	1,7	SMGs	0,85	- SpikeTrap	0
Weapons		- Bizon	0	-Sticky Bomb	0
Sniper Rifles	2,45	- Tommy Gun	1	- C4	0
- Kar98K	1	- UMP45	1	Melee Weapons	1,85
- Mosin Nagant	1	- Micro UZI	0,95	- Crowbar	1
- M24	1	- Vector	1,05	- Machete	1
DMRs	2,8	- MP5K	0	- Pan	1
- Mini14	0,95	Shotguns	1	- Sickle	1
- SKS	1,05	- S686	1	Crossbow	0
- VSS	0,95	- S12K	1	Flare Gun	0
- SLR	0,95	- S1897	1	Launcher	0
- QBU	1	- DBS	0,4	- Panzerfaust	0
Assault Rifles	1,3	Handguns	0,55	Clothing	
- AKM	0,95	- Deagle	1	Clothing	0
- G36C	1	- P18C	1	Ammunitions	
- M416	1,05	- P1911	1	Ammunitions	1
- M16A4	0,95	- P92	1	- 12 gauge	1
- Beryl M762	1,05	- R1895	1	- .45 ACP	1
- Mk47 Mutant	1	- R45	1	- 5.56mm	1
- SCAR-L	1,05	- Sawed Off	1	- 762mm	1
- QBZ	1	- Skorpion	1	- 9mm	1
Hunting Rifles	0,65	Throwables	1,1	- Bolt	0
- Win94	1	- Flash Bang	1,3	- Flare	0
LMGs	0,4	- Frag Grenade	0,55		
- DP-28	1	- Molotov cocktail	1,4		
- M249	1	- Smoke Grenade	1		

ETC		Comsumables		Vehicle	
Sight Attachments	1	Heal Items	1,1	- Buggy	1
- Dotsight	1	- Bandage	1	- Dacia	1
- HoloSight	1	- First aid	1	- Zima	1
- Scope2x	1,05	- Medkit	1,05	- Mirado	1
- Scope3x	1	Boost Items	1,1	- Motorbike	1
- Scope4x	1,05	- Energy Drink	1	- Scooter	1
- Scope6x	1	- Pain Killer	1,05	- Motorbike w/ Sidecar	0
- Scope8x	1,15	- Adrenaline	1,05	- Tukshai	1
- Canted sight(RMR)	0,75	Gas Can	0,35	- Pickup	1
Magazine Attachments	1,2	Equipment		- Rony	1
- SR Magazine	1,05	Backpack	0,95	- UAZ	1
- AR Magazine	1	- Backpack(Lv. 1)	0,95	- Esports Exclusive Vehicle	1
- SMG, Handguns Magazine	1	- Backpack(Lv. 2)	1,05	Aircraft	
Muzzle Attachments	0,75	- Backpack(Lv. 3)	1,1	- Motor Glider	0
- SR Muzzle	1,05	Helmet	0,8	Watercraft	
- AR Muzzle	1,05	- Helmet(Lv. 1)	0,95	- Boat	1
- SG Muzzle	1	- Helmet(Lv. 2)	1,05	- Aquarail	1
- SMG, Handguns Muzzle	1	- Helmet(Lv. 3)	1		
Foregrip Attachments	1,25	Armored Vest	0,8		
- Foregrips	1	- Armor(Lv. 1)	0,95		
Stock Attachment	1,1	- Armor(Lv. 2)	1,05		
- Quiver(Crossbow)	0	- Armor(Lv. 3)	1,1		
- Composite(AR, Vector, MP5K)	1				
- UZI stock	1				
- Bulletloops(SG, Win94, Kar98K)	1				
- Cheekpad	1,05				

Prize pool and payment procedure

1) PCS5 Regional Playoff prize pool distribution

- Each Regional Playoff prize pool distribution
 - 1st place - 1,100\$
 - 2nd place - 1,100\$
 - 3rd place - 1,100\$
 - 4th place - 900\$
 - 5th place - 800\$
 - 6th place - 750\$
 - 7th place - 650\$
 - 8th place - 550\$
 - 9th place - 500\$
 - 10th place - 450\$
 - 11th-16th place - 350\$

2) PCS5 Grand Finals Weekly Series prize pool distribution

- Each Weekly Series prize pool distribution
 - 1st place - 20,000\$
 - 2nd place - 14,000\$
 - 3rd place - 10,000\$
 - 4th place - 8,000\$
 - 5th place - 6,000\$
 - 6th place - 5,000\$
 - 7th place - 4,000\$
 - 8th place - 3,000\$

3) PCS5 Grand Finals prize pool distribution

PCS5 Grand Finals prize pool consists of crowdfunding which will be collected during the tournament and additional prize money bonus.

- a) The total amount of collected crowdfunding prize pool will be divided into two equal parts (50/50%).
- 1st part (50%) of the crowdfunding prize pool will be distributed according to the [Teams' ranking placement in the tournament](#).
 - 1st place - 29%
 - 2nd place - 20%
 - 3rd place - 14%
 - 4th place - 11%
 - 5th place - 9%
 - 6th place - 7%
 - 7th place - 6%
 - 8th place - 4%
 - 2nd part (50%) of crowdfunding will be divided evenly across all 16 teams.
- b) Additional \$40,000 prize money will be distributed as follows:
- Series Winner: \$20,000
This additional prize money will be given to the champion of PCS5.
 - Kill Leader: \$5,000
This additional prize money will be given to the team with the player with the most kills during the Grand Finals. In case of multiple players with the same kills, most damage will be the tiebreaker.
 - All PCS team: \$10,000 (\$2,500 per player)
4 players will get \$2,500 each according the decision by a committee*
 - Insane Squad: \$5,000
1 chosen team will get additional \$5,000 according the decision by a committee*

*Voting committee comprised of Casters/Talents